AMENDMENT TO THE CLAIMS

Claims 1-30 (Cancelled)

- 31. (Previously Presented) A method of generating a display on a computer screen, the method comprising:
 - displaying a non-focus task in a three-dimensional environment, the non-focus task capable of including an image of at least two windows;
 - displaying a stage area in the three dimensional
 environment;
 - displaying a previous focus task in the stage area;
 - capturing an image of the previous focus task as it appears on the stage area;
 - replacing the previous focus task with the image of the previous focus task, the image of the previous focus forming a converted non-focus task;
 - moving the converted non-focus task away from the stage area;
 - moving the non-focus task to the stage area based on a user input; and
 - making the non-focus task a focus task by displaying the at least two windows such that the user can manipulate at least a portion of one window.
- 32. (Canceled)
- 33, (Canceled)
- 34. (Previously Presented) The method of claim 31 wherein capturing an image of the previous focus task comprises:



moving a virtual camera from a current position to a preferred location in the three-dimensional environment;

rendering the image of the previous focus task from the point of view of the virtual camera;

storing the image of the previous focus task; and returning the virtual camera to the current position.

35.(Previously Presented) The method of claim 31 further comprising:

displaying image of the three-dimensional an environment to the user from the point of view of the current location while the virtual camera is moved to the preferred location, the image of the previous focus task is rendered and stored and the virtual camera is returned to the current position.

36. (Original) The method of claim 31 further comprising:

before displaying the non-focus task, displaying a menu comprising a task selection associated with the non-focus task;

selecting the task selection based on input from the user; and

wherein displaying the non-focus task comprises moving a virtual camera in the three-dimensional environment so that the non-focus task is in view based on the task selection.

Claims 37-42 (Cancelled)

